

12 ♖h5+ g6 13 ♜xg6 etc.

12 ♖xf7+ ♔d8 13 ♖f4!

Threatening 14 ♜f7+.

13... ♖f6 14 d6! ♖xd6

14... ♖xf4 15 dxc7+ also wins material. Black should really have resigned here but he evidently wanted to notch up a more respectable number of moves.

15 ♜f7+ ♔c7 16 ♜xd6 ♖xf4

17 ♖xf4 ♜g6 18 ♜xb5+ ♔b6

19 ♜d6 ♜xf4

White's knight also escapes after 19... ♔c7 20 ♜xc8+ ♜xf4 21 ♜e7.

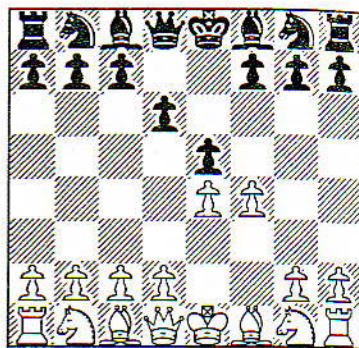
20 ♜xc8+ ♔c7 21 ♜e7 ♔d8 22

♜f5 g6 23 ♜h4 ♜g7 24 g3 1-0

If you like to play gambits (and in this case I urge you to consider the consequences this will have on possible endgames) then you might like to consider using some of the same openings as someone like Sweden's Jonny Hector. If it is ancient, unpopular and gives up a pawn then there's a very good chance that Hector has played it.

Another player with an interesting attacking opening repertoire is Joe Gallagher. Gallagher is really quite a good player to follow, as he tends to write repertoire books on his favourite lines. In particular, it is well worth playing Gallagher's favourite King's Gambit (1 e4 e5 2 f4). This can be quite devastating at average club level be-

cause the most common reply seems to be the cowering 2...d6.



This move speaks volumes about Black's state of mind after you've hit him with 2 f4: 'The King's Gambit, oh no! What on earth do I do about that? I'd better get that e-pawn firmly defended and try to get castled.'

Here is some of the evidence I've gathered to show how devastating the King's Gambit can be:

Winter-Baron England 1997

1 e4 e5 2 f4 d6 3 ♜f3

This probably isn't the best move, as Black is now able to transpose into the respectable Fischer Defence, which would be quite good if he knew how to play it. White should probably play 3 ♜c3 exf4 4 ♜c4, after which 4... ♖h4+ 5 ♔f1 will inconvenience Black's queen more than White's king.

3...exf4

Here are another couple of examples of this 2...d6 move:

a) 3...♙e7? 4 fxe5 dxe5 5 ♟xe5 ♟f6? (letting the pawn go without a fight; he could at least have tried 5...♙d4) 6 ♟c3 ♙d4 7 ♟f3 ♙d8 8 d4 gave White an extra pawn and an overwhelming position in Harris-Wheatly, Maidstone 1997.

b) 3...♙g4 4 ♙c4 ♙d7 5 0-0 ♟c6 6 c3 0-0-0!? (after the obvious shock of White's second move Black has clearly recovered his equanimity enough to get the skull and crossbones hoisted) 7 d3 ♟f6 8 ♙e3 was a game Wright-Boyd, Manchester 1996. Phil Boyd, the 'Denton Destroyer' eventually won this game, but his position wouldn't have been too good if, for example, White had pinned the knight on c6 here with 8 ♙b5. Boyd was soon to defect to the White side!

4 ♙c4 ♙e7?!

This is just the kind of modest developing move that can be expected when players are confronted with unknown gambits. Black may have known that the theoretical line is 4...h6 followed by 5...g5, but preferred to play it safe than go into a 'complicated theoretical line'. Whatever the story, 4...♙e7 is just bad.

5 d4 g5

Black has second thoughts about holding the f4-pawn, but

this is inappropriate in conjunction with 4...♙e7.

6 c3 ♙e6

Clearly Black was worried about the possibility of 7 ♙b3.

7 ♙xe6 fxe6 8 ♙b3 ♙c8

What else? But now Black's kingside pawn structure is disrupted.

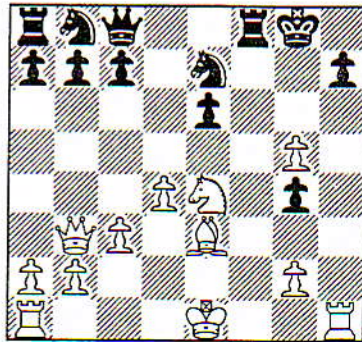
9 h4! g4 10 ♟g5 ♙xg5 11 hxg5

This is already terrible for Black who suddenly finds himself threatened with 12 g6, amongst other things.

11...♟e7 12 ♙xf4 0-0 13 ♙e3 d5 14 ♟d2 dxe4?

Inexplicably Black brings the white knight into the attack. Normally sound players often go to pieces when confronted by the cold steel of the King's Gambit.

15 ♟xe4



Would anyone like to play Black in this position?

In addition to the King's Gambit, another gambit line worth serious consideration is